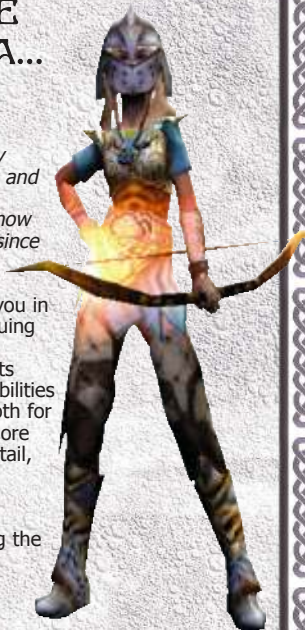


WELCOME TO THE WORLD OF ANCARIA...

Everything looks so real. I am surrounded by many living things. Every day I find myself in new and strange places, confronting weird and wonderful creatures. There is much that puzzles me, but I know what I must do. Is it just a game, or have I long since lost myself in another world?

Exciting adventures and gripping mysteries await you in the vast and varied world of **Sacred**. Full of intriguing figures, menacing foes and hidden treasures, this fascinating game world will soon have you under its spell. The enormous variety of game-playing possibilities and details ensure that there is plenty to enjoy, both for fans of action-based role-playing games and for more traditional role-play enthusiasts, who value rich detail, individual and unique characters and a deeply atmospheric game world.

The **Sacred** team hopes you will enjoy discovering the world of **Ancaria**.



Epilepsy Warning

Certain individuals may experience epileptic seizures when exposed to particular light patterns or flashing lights. In rare cases, television broadcasts or computer games can trigger epileptic episodes. This can also occur even if the person affected has never before shown symptoms of epilepsy. If you or anyone in your family suffers from epilepsy, you should consult a doctor before starting to play this game. If, while playing the game, you experience drowsiness, dizziness, hallucinations, disorientation, twitching of the eyes or muscles, involuntary movements or convulsions, immediately discontinue play and consult a doctor.

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With an iron fist and bitter ruthlessness, the powerful Prince Shaddar - a descendant of the hated Morgast I, who once drowned the land in the blood of countless innocent victims - ruled in his ancestor's place. His Dark Elf name Ilim'Shaddar, "Wanderer in the Realm of Shadows" is both an heirloom and a prophecy, for he has long since sold his soul to the powers of darkness. Shaddar's own sister is said to have been violated and murdered in dark rituals.

But Shaddar's lust for power over life and death has led to his own damnation. Instead of suffering death in the flames as the magician community of Mystdale Castle demanded, Shaddar was banished into the deserts of the South. That in itself would be a death sentence for any normal mortal.

During the next few centuries, nothing was heard of the ruthless mage. But to this day, even the Orcs, Goblins and Ogres do not dare to speak aloud the name of the Wanderer in the Realm of Shadows. It is said that at the edge of the rocky plains it is possible from a distance to see Shaddar-Nur, the tower of darkness. And so the many races of Ancaria quietly tell stories around their campfires of the nightmarish ruler from those gruesome days. And many a troublesome child has been frightened into obedience by tales of the cruel Shaddar who comes in the night and takes away those who misbehave.

Indeed, the mysterious black magician is still very much alive. For Shaddar has conjured up a Sakkara Demon. These Demons are masters of the damned souls of Hell, the Undead - and the offspring of that devilish brood that was driven from Ancaria by the Seraphim in the old times during the Wars of the Gods. But the conjuring has gone horribly wrong and the powerful Demon has turned against the one who called him forth. For the first time since the Seraphim warriors banished the hellish brood, a demon is again stalking Ancaria. The horrific Sakkara cult, which is banned in all civilized regions of Ancaria, seems to be active once again...

Already, bandits and mercenaries are pushing their way towards Ancaria, accompanied by slavecatchers of the Sakkara cult. King Aarnum's kingdom is increasingly under threat and seems to teeter on the brink of collapse: Goblins, slaves of the much feared Orcs from Khorad-Nur, are already attacking from the desert regions. Prince Valor, the wise old ruler's heroic son, asks the King's Field Marshal Baron DeMordrey for assistance. But DeMordrey, a brilliant strategist and cold-hearted seeker of power, has long been devising plans of his own...

As the hero of Sacred, you are at the very center of this epic story of power, murder, political intrigue and demonic magic. Only your proficiency with the blade and your numerous skills can save the blossoming Ancarian civilization from certain doom. Six fascinating characters are waiting for you to guide them through this truly great adventure.

You can also find the latest news about Sacred on the official website:
www.sacred-game.com

INSTALLATION

To install Sacred Gold place the Sacred Gold DVD in your DVD drive.

If the Autorun option is activated, the install program will run automatically. If this does not occur automatically, run the setup.exe application located on the Sacred Gold DVD.

Then simply follow the instructions on the screen.

The file readme.html in the game's installation folder contains important technical information.

You can also find the latest news about Sacred on the official website: www.sacred-game.com.

Minimum System Requirements

Pentium III 800 MHz
256MB RAM
4x DVD drive
DirectX8 compatible 16MB video card
DirectX compatible sound card
DirectX9 (included on the **Sacred Gold** DVD)
Windows® 98 SE/ME
Hard drive with at least 3.4GB available*

Recommended

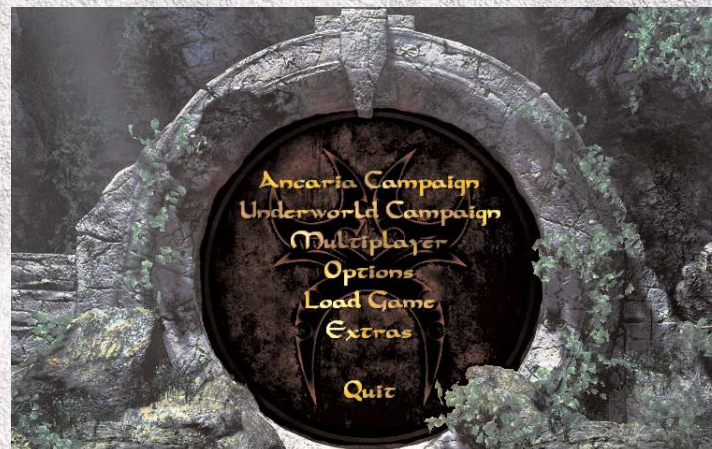
Pentium IV 1.6GHz or higher
512MB RAM or higher
8x DVD drive or faster
DirectX9 compatible 64MB video card or higher
DirectX9 compatible sound card with 3D support
Network card
Windows® 2000/XP
DirectX9 (included on the **Sacred Gold** DVD)
Hard drive with at least 3.7GB available*

* The installation size is approximately 2.8GB.
There should be at least 600MB (preferably over 900MB) available for the swap file.

Please note:

We cannot guarantee that **Sacred Gold** will run on all laptops and notebooks. There are so many models on the market that it simply is not possible to test all of them for compatibility. In addition, chip sets and video cards may differ significantly from the desktop standard. If your laptop/notebook meets the system requirements, **Sacred Gold** will probably run on it. However, we cannot guarantee that it will, due to differences in system architecture.

MENUS



MAIN MENU

Ancaria Campaign	Starts a new game with a new hero. Takes you to the New Campaign menu.
Underworld Campaign	Takes you to the Underworld Campaign menu. Please note that you can only enter the Underworld if your character has reached at least level 25. Simply import your experienced character or make use of one of the provided heroes (Dwarf or Daemon) to jump right into the Underworld Campaign .
Multiplayer	Starts a Multiplayer game. Please see the various Multiplayer game options within the Multiplayer chapter of this manual.
Options	Opens the Options menu. This is where you can edit settings such as graphic details and various game options. For further information, please read the corresponding Options chapter.
Load Game	Opens the Saved Games menu. For further information, please read the corresponding sections of the Sacred manual.
Extras	Allows you to start the intro movie sequence again or see the development team credits for Sacred Gold .

ANCARIA CAMPAIGN

To begin playing Sacred from the beginning, open the Main Menu and select the Ancaria Campaign option to access the character selection screen. From here you can choose one of the eight character classes with which to play Sacred Gold.

Click on the character you wish to use for your adventures in the world of Ancaria. In the text box, you can then give your hero a new name.

If you have previously exported a hero, you can import that character here. The character's values and equipment will be imported as well. When starting with an imported character, opponents will be at a significantly higher level.



Once you have decided on a character, you will need to choose the level of difficulty. At the start of the game, only the Bronze (very easy) and Silver (easy) levels are available to you. If you finish the game at the Silver level, you can access additional difficulty levels which are far more demanding. As the level of difficulty increases, opponents become harder to defeat and the effect of healing potions is reduced.



Your adventure starts here. Useful tool tips will explain the particulars and finer points of the controls as well as other game elements. Click "Skip Tutorial" to prevent further tool tips being displayed.

UNDERWORLD CAMPAIGN



To play the **Underworld Campaign**, your game character needs to be at least level 25. To export an existing character simply access the in-game menu [ESC] and click on "Export."

Note: For the Dwarf and Daemon, a prepared and equipped character is already supplied in the directory of exported characters.



Simply select a free slot in which to export the character. If no more slots are available, the existing character in the selected slot will be deleted if you choose to export a new character.

Return to the Main Menu and click on the "Underworld Campaign" option.



This will take you back to the Export screen containing all the characters you have exported from Sacred. Select the hero you wish to use in Underworld and then choose a level of difficulty.

The game will now begin.

Note: Exported characters retain their values, character levels, set items and other inventory items.



Talk to Baroness Vilya. After a short sequence, you will have to follow the creature that has abducted the baroness by going through the gate on the altar.



Welcome to Underworld! New enemies, mysterious environments, new friends and unknown treasures are waiting for you - enjoy!

LOAD GAME (SAVED GAMES)

Clicking on a previously saved game activates the "Load" and "Delete" buttons for loading the saved game or permanently deleting it from the hard disk.

MULTIPLAYER

Firstly, decide whether you wish to start a LAN or Internet game.

MULTIPLAYER ON LAN

To play a game using a local area network, click on "LAN" in the "Multiplayer" tab of the Main Menu.

Next, choose your hero (character). You may select a character you have previously exported or begin with a new hero.



New Character	Click on the "New Character" button to start the game with a new hero.
Import Character	Click on a previously exported character to start a multiplayer game with this hero.
Logout	Using the "Logout" button, you can return to the Main Menu.
Continue	After you have selected your character, click on the button at the lower right corner of the screen to select a game.

SELECT LAN GAME

The names and properties of the Sacred multiplayer games found on your network are displayed here. You can also set up your own LAN game. Click on "Join" to join a LAN game that is already running.

GAME PROPERTIES

Multiplayer games have different properties. Along with the name of the game, the game parameters are displayed using the following symbols:

GAMEPLAY

	Up to four players can participate in the extensive campaign in cooperative mode. The game world can be saved and the joint adventure can be continued later. The story begins at the command post in Bellevue.
	Up to 16 players can explore the world of Sacred. The main plot is not played out; instead, the game starts on a special island. In a tower on this island an entrance leads to a dungeon that offers portals to the whole of Ancaria.
	This is the same as Hack 'n' Slash, but offers opportunities for fierce battles between players or teams of players.

Hack 'n' Slash & PvP: In "PvP" mode, players may attack each other. In the secure zones, attacks on other players are not possible. It is also not possible for the members of a party to injure each other.

SECURITY

Locked		This game is locked. Joining is not possible.
Open		This game is open and joining is possible.
Password		Joining this game is only possible with the correct password.

ERROR

If you receive an error while connecting to the server, it is likely that your game version is not the same as the current server version. In this case, joining the game is not possible.

For the latest information and updates please visit www.sacred-game.com or www.ascaron.com

SETTING UP A LAN GAME



Game	Enter a name for your multiplayer game.
Password	If you wish, you can enter a password here. Other players can only join the game if they enter the correct password.
Game type	Enter the type of game you wish to play.
Number of players	Set the maximum number of players for this game. Using a LAN, up to 4 players may participate in Cooperative campaign mode and up to 16 players in Hack'n'Slash and PvP modes.
Difficulty level	Select the desired difficulty level. If you have not played your way through Sacred before, only the "Bronze" and "Silver" difficulty levels are available.
Load	If you have selected the "Cooperative" mode for a LAN game, you can load a previously saved game and continue the campaign in this world.
Back	Brings you back to the previous menu.
Set up	Sets up and starts a Multiplayer game with these settings.

MULTIPLAYER GAMES ON THE INTERNET

In order to play a game on the Internet, you need to be registered with the server and logged on to the server.

There are 2 types of Internet game; "Closed" and "Open". "Closed" is a series of dedicated secure servers, with character data being saved directly onto the secure database, whilst "Open" servers are those run by other users, and character data from "Open" games is stored locally on that particular user's hard drive.

LOGIN / REGISTRATION

IMPORTANT: The details of your user account cannot be changed once it has been set up! Additional information is available at:

www.sacred-game.com

Please store a copy of your user account information in a safe place.

User account	If you have already set up a user account, enter your account name here.
Password	The password for your (previously set up) account.
Enter CD key	Enter the CD key. Only one player may play on the Internet at any given time using a certain CD key. The CD key can be found on the back of this manual.

New Account	Use this button to create a new account.
Login	After entering the appropriate data in the required boxes, you can start the online game by clicking on "Login."
Back	Brings you back to the Main Menu.

NEW ACCOUNT

Click on "New Account" and follow these instructions to create a multiplayer account.

1. Select a username - once created, this cannot be changed.
2. Enter a password - repeat this in the second box to verify the password.
3. Enter a valid email address
4. Enter the Sacred CD key (located on the back of this manual)
5. Enter the Sacred Underworld CD Key (located on the back of this manual)
6. Click on Create Account
7. Confirm the username and password.
8. Wait for confirmation: Your account has been created.
9. You can now play online!

CHARACTER SELECTION

After you are signed in (registered), you can choose your character. You may import a previously exported character or choose a new hero. Clicking on the "Lobby" button will take you into the lobby.

LOBBY

By using the chat rooms in the lobby, you can talk to other players and join active online games.

ACCESSING GAMES FROM THE LOBBY

Click on a game name within the chat room and then click "Join".

To set up a new game, select a chat room and create a new game with the game properties of your choice (see earlier section of the Multiplayer chapter). Select a chat room in the lobby by clicking on it, then click on the "Join" button.

Active Players	This list shows the players active in this chat room.
Chat Window	The chat messages are displayed at the bottom left.

Help on using the **Sacred** chat is available by entering the command "?/" (without quotation marks) in the command line at the bottom left of the screen.

Note: Some chat rooms are not accessible to everyone. There are rooms with minimum or maximum levels, there are chat-only rooms, and there are private or otherwise restricted rooms, where it is not always possible to set up new games.

Note: The list of chat rooms may be rather extensive. You can find the scroll bar on the right-hand side of the chat room list.

Note: The numbers next to the name of the chat room pertain to the number of waiting players and the number of games in this room. For example, "(3/4)" means that there are three players in this room who have not yet joined a game, and that four multiplayer games are currently in progress in this room.

NOTES ON THE MULTIPLAYER GAME

Chat	Press the ENTER key to activate the chat mode. You can now send messages to the other players.
Menu	Use the "N" key to open the Network/Party Game menu.

Additional information on multiplayer commands is available in the Readme file in the **Sacred** installation folder.

PARTIES

Up to eight players can form a party. Each character can belong to only one party. For each party member, a portrait appears at the top left, showing the party member's current state of health. Another number on each portrait shows the respective character level.

It is not possible to attack or harm members of your own party, whether intentionally or accidentally (by "friendly fire"). The experience points gained in fights are distributed equally among the party members. For this, it is important though that the party members are not too far apart from each other.

Party members are highlighted on the map. As soon as a party member moves away, their name is shown on the screen. The color in which the name is displayed indicates the distance from your own character. The deeper red the color, the further away that character is. Party members that are quite far away from the action do not receive their full share or may not even receive any part of the distributed experience points. The name shows in which direction the party member has moved. If you left-click on one of these names while pressing the CTRL key, you will teleport yourself directly to that character's location!

SYMBOLS IN THE MULTIPLAYER GAME

Press the "N" key to open an overview of the current multiplayer game.

	Issue an invitation
	Invite this player to join your party
	You are invited to join this party
	Leave a party
	Private chat message (for this player only)
	Ignore player (if the eye is crossed out, you will not see any chat messages from this player).

SAVE CHARACTER

If you wish to save your character, use the "Export" function in the Game menu (ESC key). You can also import exported characters in order to begin a new game with an experienced hero.

SAVE CAMPAIGN

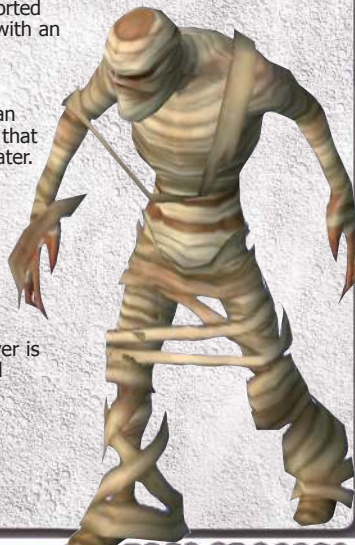
If you play a multiplayer campaign, you can save the game world on the hard disk, so that you can continue your shared adventure later.

AUTOMATIC COLLECTING

In Multiplayer mode, the "Auto-Collecting" option is not available in order to facilitate fair distribution of items among group members.

THE SACRED SERVER

Additional information on the **Sacred** server is available in the Readme file in the **Sacred** installation folder.



OPTIONS

GRAPHICS OPTIONS

Graphics Resolution	Allows you to match the graphical display of the game to your PC's capabilities.
Low	For older PCs (e.g., PIII 800 or similar)
Medium	For somewhat faster PCs that do not have the capability to display all the graphics details of Sacred.
High	This setting is intended for PCs with a CPU speed of significantly higher than 1600MHz, a lot of storage space and a modern video card.
Map transparency	If the slider is moved to the left, the minimap (Tab key) hides the landscape. Move the slider to the right and the background becomes visible through the transparent map.

COLLECTING OBJECTS

Atmospheric animations	Your hero will perform certain animated movements in the game quite often, for instance when collecting gold or objects. With this option, you can reduce the display of the most frequently used animations.
Collect	With these settings, you can specify whether you wish to collect all items when collecting automatically ("A" key) (and sort them manually) or whether the hero should leave certain items where they are.
Everything	The hero picks up all the dropped items.
Gold / Unique Items	The hero picks up only gold and unique items. These include quest objects, Combat Art Runes, and unique weapons and armor.
Gold	The hero picks up only gold coins and Combat Art Runes.

INTERNET OPTIONS

Data Throughput	Use this to indicate the speed of your Internet connection. This setting is significant only for the Online Multiplayer mode.
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GAMEPLAY

Auto-Save	At important points, the game is automatically saved.
Explore Overview Map	A minimap shows only the area that is already known. This is useful when Map Transparency is switched off.
Violence	Use this to toggle the display of violence in Sacred on or off.

SOUND LEVEL

Effects	Use this to set the volume of the effects.
Speech	Use this to set the volume of the spoken dialogue.
Music	Use this to set the volume of the music.

SOUND PARAMETERS

Sound	Dactivate this option to turn the sound off.
Sound Quality	These settings (Low, Medium or High) influence the quality of audio output in the game, as well as the performance on older PCs.

CONTROLS

MOUSE CONTROLS

LEFT MOUSE BUTTON:

On the ground	Move
On an opponent	Attack
On a container or a door	Open
On an object	Pick up (quest relevant items appear in log book)
On a person	Address individual
On stairs or an object	Use
Shift+left click on an object in the inventory	Discard
CTRL+left click	Stop and attack
Shift+left click (on ground)	Walk (rather than run)
Shift+left click (on horse)	Dismount
Shift+left click (on selected object)	Drop object

HOLD LEFT MOUSE BUTTON:

Click+hold on ground	Hero moves in direction of cursor
Click+hold on opponent	Hero will attack target (if in range)

RIGHT MOUSE BUTTON:

On ground/opponent	Execute combat art/spell/combo
In inventory	Equip or use object
+ CTRL	Attack or execute combat art/spell/combo

WITH TRADER:

Left click on object	Pick up
Place object in trader inventory	Sell
Shift+left click on object	Sell without confirmation
Right click on item held by trader	Buy without confirmation

MULTIPLAYER:

CTRL+left click on player name	Teleport to fellow player (party members are displayed on the edge of the screen). The text color shows their distance: from green (close) to red (far away).
--------------------------------	---

SYMBOLS

As you make your way through the dangerous world of **Ancaria**, you will see many different symbols while moving, fighting or pursuing a quest. Here is an explanation of these symbols.

MOUSE CURSOR AND SYMBOLS



Click on open ground and the hero will run to the selected spot.



If you point to an opponent, the Fight symbol appears. Left-click to launch an attack using the currently activated weapon. If an attack symbol glows, this means that the currently selected Combat Art or spell can be used by right-clicking on the opponent.



In the case of usable objects (doors, boxes, etc.) or items that can be picked up, the cursor is transformed into a hand symbol.



If you point at neutral people, a Speech symbol appears. Left-click to initiate a conversation.



If this symbol is displayed for a neutral person, that NPC has a task for you. Left-click on that person to obtain information about the task, which may be accepted or declined.



If you see the exclamation mark, you have completed the task given to you by that person and can now claim your reward.

These symbols highlight the various traders and craftsmen on the overview map, the minimap and in the game.



Combo Master: The person to go to if you wish to create Combos or exchange Combat Art Runes.



Blacksmith: A useful craftsman who will upgrade weapons and armor that contain one or more slots.



Shop: The place to purchase new weapons, armor, potions or jewelry.



Stable: The local horse market, where you can purchase a new mount.

GAME ENVIRONMENT

Press the ALT key to view the objects on the ground, and also the names of both neutral characters and opponents. Additionally, various icons above neutral characters inform you about their current intentions.



1. Left-click on an unoccupied space to move the Gladiator.
2. An NPC that is open for a short chat or has a task they would like you to tackle.
3. Left-click on boxes, chests, cabinets and other containers to open them. Press and hold the ALT key to view the names of the objects.

4. A colorful sparkle marks objects that can be collected. Press and hold the ALT key in order to display the names of all visible objects.
5. Move the mouse cursor onto the health display or the green bar to display a window with exact numeric values.

Note: During the game, other characters may join you in your quest. Their portraits are displayed underneath yours and include information on their health.

6. The large needle of the quest compass always points directly towards the next main goal. If a sub quest has been completed, then a small blue compass needle points towards the person who has given you the quest. This is where you can claim your reward. If the task involves eliminating an enemy group, a small red compass needle shows the position of the nearest enemy. If you have placed a goal marker on the Ancaria world map ("M" key), another compass needle (also red) points precisely towards that point. Arranged around the compass are icons for five different potions:

Healing Potion	Regenerates health	(spacebar)
Potion of Undead Death	Undead do not arise again	(Q)
Potion of the Mentor	Player gains more experience while this is in effect	(W)
Potion of Antidote	Heals poisoning	(E)
Concentration	Regenerates Combos	(R)

The five buttons at the lower edge of the screen are used for important game information and functions. They can be activated easily, just like potions, using keyboard shortcuts (or a mouse click).



From left to right...

- Open inventory (I)
- Open Game menu (ESC)
- Collect everything (A)
- Open map (M)
- Open log book (L)



These quickslots provide information on current weapons and active Combat Arts, spells and combos. Weapons are displayed to the left, special skills to the right. At the beginning of the game, you have only one quickslot on each side. One quickslot is added to each side when you reach levels 2, 8, 16 and 30, respectively, up to a maximum of five quickslots. These can also be selected using a keyboard shortcut, if clicking with a mouse is too slow for you. You can switch weapons using the number keys 1 through 5, and activate special skills (Combat Arts, spells or combos) using the number keys 6 through 0.

LEVELING UP

During battles your hero will gain experience points and will increase a level, indicated by a "+" symbol beside the hero's portrait. By clicking on the "+" or by pressing the "I" key, you can open the Inventory and Character menu.

Here, you may distribute points among your attributes and skills when you reach a new level. Click on the button in the upper left corner of the character screen to switch between the "Attributes" and the "Skills" display.

The number of new attribute and skill points as well as other level-up effects depend on the level the hero has now reached.

Level	# Skills	# Skill points/level	# Attribute points/level
1-2	2	1	1
3-5	3	2	1
6-11	4	2	1
12-19	5	3	1
20-29	6	3	1
30-49	7	4	1
50+	8	4	1

Note: With every level-up you can distribute a few points. In addition, all attributes are automatically increased by 10% of their starting value.

THE WORLD AND THE MAP

There are two different maps that will help you find your way around **Ancaria**.



1. The overview map. On this map you can see all of **Ancaria**, including the names of places and attractions. Dotted red lines show how much of the country you have explored already. You can access the world map with the "M" key during the game.



2. You can access a more detailed overview of your immediate surroundings by using the "TAB" key. The area you have not yet explored is shown in black and therefore not visible on this map. In the regions you have already explored, colored dots show where enemies (red), neutral characters (blue), important NPCs - they might give you a task to complete, for instance - (white), and dropped objects (gray) are located.

EQUIPMENT: TRADERS AND PRIVATE STASH



Every larger settlement provides a special (blue) chest for your private possessions. This allows you to store the equipment you don't currently need but do not want to sell at this point.



Traders are designated by a bag of gold on the map. Click on the trader to access the trade menu. When purchasing an object, left-click on it and confirm your purchase. It is even easier when you right-click on it: This way you purchase the object right away - the price is automatically deducted from the gold you own.

MENU

You can access the menu using the ESC key during the game.



Click on "Saved games" to access the menu in which you can save the game. At the center, you will see the slots for saved games as well as the name for that game.



Click on one of the slots. This activates the "Save", "Load" and "Delete" buttons that allow you to save, load or delete a game.

IMPORTING/EXPORTING CHARACTERS



You can "export" your hero at any time. Just use the ESC key to open the menu and select the "Export" option. Then choose an unoccupied pedestal for your character and click on "Export."

Your character and all its associated properties, objects and Combat Arts are now saved to the hard disk.



When starting a new game, you can "import" a previously exported character. Just choose "New Campaign" in the Main Menu, then click on "Import." The saved characters are now displayed for selection. Select the character and the desired difficulty level and launch yourself into the adventure again.



CHARACTER PROPERTIES

This window (displayed when you open the inventory [I]) provides information about your character.

1. Your character.
2. Current level of experience.
3. Attribute points available for distribution.
4. Strength: increases the attack value and the melee damage.
5. Endurance: influences the body's inherent protection and reduces the effects of poison.
6. Dexterity: influences defense values and ranged combat damage.
7. Physical Regeneration: speeds up the regeneration of health and combat arts.
8. Mental Regeneration: increases the damage of your spells and reduces the time you need to regenerate from poison attacks.
9. Charismatic characters benefit from lower prices when dealing with traders; such characters are often favored by certain gods, granting increased poison damage.
10. Experience points accumulated to date.
11. When you reach this experience value, your character gains a level.
12. The value in front shows your current state of health, the second value shows the maximum health.
13. This is the amount of points required to reach the next level of experience.
14. Attack, Defense and Hit Chance: This displays the values for your current weapon and armor in relation to the last opponent you have defeated.
15. The damage value and the type of weapon currently equipped.
16. The damage value and the type of Combat Art currently activate.
17. The cumulative resistance value.
18. Gold carried.

1	Level	54	2
	Attributes	3 0	
Strength	211	4	
Endurance	149	5	
Dexterity	149	6	
Physical Regeneration	174	7	
Mental Regeneration	1	8	
Charisma	133	9	
Experience	14520853	10	
Next level	15249700	11	
Health	12 3929/3929		
EXP for Next Level	13 728847		
Attack	672	To Hit	
Defense	638	0%	
Weapon	15 1192-1534		
Combat Arts	16 4053-5216		
Resistance	17 4038		
Gold	207306	18	



WEAPON PROPERTIES

1. Weapon name - the color shows how "rare" this weapon is. Regular weapons are white, golden weapons are extremely rare. The figure in brackets shows the number of available smithing slots and the number of slots already occupied.
2. Skill base of weapon.
3. Price you will receive if you sell the weapon.
4. Expected total damage.
5. Weapon level - the higher the level, the more difficult the weapon is to handle.
6. Damage inflicted by a weapon: Subdivided into Physical, Fire, Magic, and Poison as well as possible bonus damage points within these damage types.
7. Minimum character level required to use the weapon.
8. Possible additional bonuses to attributes and skills granted by the weapon. Some of these bonuses are provided by the weapon itself.
9. In addition, further improvements are possible by forging (smithing) runes or objects into the weapon.
10. If available, this is where smithing slots are displayed. There are three different colors: Bronze, Silver, and Gold. Depending on the color, additional points are added to the bonuses.

Excellent Mace of Destruction (0/2)	1
Axe Lore	2
Price: 10353	3
Damage: 360-595	4
Level: 29	5
Physical: 78-129	6
Weapon Damage Physical: +20% Dexterity	
Physical Damage: +30%	
Minimum Level: 21	7
+20% to Attack	8
Speed: +20	9
	10

ARMOR PROPERTIES

1. Armor name - the color shows how "rare" the armor is. If the name is displayed in green, the armor is part of a set of armor. The figure in brackets shows the number of available smithing slots and the number of slots already occupied.
2. Specifies which character can use the armor.
3. If the item is part of a set, then the set's name is shown.
4. Price you will receive if you sell the armor.
5. Expected total protection
6. Level of the armor
7. Minimum level required to wear the armor.
8. Resistance provided by the armor: Subdivided into Physical, Fire, Magic, and Poison resistances.
9. Possible additional bonuses to attributes and skills granted by the armor.
10. In addition, further improvements are possible by forging (smithing) runes or objects into the weapon.
11. If available, this is where smithing slots are displayed. There are three different colors: Bronze, Silver and Gold. Depending on the color, additional points are added to the bonuses.

Armor of Arsenic (4/4)	1
Vampire's	2
Price: 17478	3
Expected Protection: 979	4
Level: 53	5
Defense: 27	6
Minimum Level: 41	7
Resistance: +81 +91 +103 +87 [362]	8
Concentration: +6	9
Speed: +3	
+3% to Attack	
Fire Resistance: +5%	10
To all skills: +1	
vs. Dragon Weapon Damage Physical: +6% Strength	

ENEMY DISPLAY

When an enemy is nearby or is becomes a target, a color-coded circle will appear, indicating the level of difficulty of your opponents. Additionally, hovering the mouse cursor over your enemy will activate an information bar, providing more detail on the enemy's current health points. In addition, the bar contains notes on the opponent's level, name and type - such as "Monster". The opponent's resistance values are also displayed.

INTUITIVE SYMBOLS

Symbols are used for resistance values (for opponents, armor and your character) as well as for damage caused by weapons or skills. If the resistance or damage values are not listed in absolute figures, the symbol's transparency provides a good idea of this value. The more transparent a symbol is, the weaker the resistance and/or damage.

PHYSICAL RESISTANCE/DAMAGE

	Physical Resistance/Damage
	Fire Resistance/Damage
	Magic Resistance/Damage
	Poison Resistance/Damage

Zwerg	Level 34
Resistance	187
Physical	89
Fire	34
Magic	0
Poison	64
Armor Bonus	101%
Movement Speed	132
Attack Speed	140
Survival Bonus	0%

VIEW ALL BONUSES

This feature can be accessed via the 'Sum' button - this is the "+" (plus) symbol to the right of the character image health bar.

This is the at-a-glance, visible display of the bonus, resistance and damage values your character currently has - either naturally or improved through objects or equipment. If, for instance, you have two pieces of equipment that improve the Physical Regeneration value by twelve points each, the total bonus value (24) is displayed in this information window.



SKILLS

You can switch between your character's attributes and skills by clicking on the "Skills" button, if you are currently viewing the Attributes screen, or the "Attributes" button, if you are currently on the Skills screen.

Skills improve the hero's properties in very different ways. Different skills are available to different classes of characters.

Zwerg	Level 34
Skills	55
Weapon Lore	11
Constitution	7
Dwarven Lore	6
Weapon Technology	12
Concentration	7
Forge Lore	5
Armor	6

Every hero begins his or her adventure with two predetermined skills. When moving up one experience level, the player may distribute additional skill points in order to improve the skills that have already been learned. During a hero's career, the hero can learn up to six additional skills, to be exact when moving up to levels 3, 6, 12, 20, 30 and 50. These skills are very powerful and should be carefully chosen depending upon the character and the preferred tactics.

Skills	Dwarf	Daemon	Gladiator	Seraphim	Wood Elf	Dark Elf	Battle Mage	Vampire
Start of Game	Weapon Lore	Weapon Lore	Weapon Lore	Magic Lore	Agility	Weapon Lore	Magic Lore	Vampirism
	Constitution	Magic Lore	Concentration	Weapon Lore	Weapon Lore	Concentration	Meditation	Weapon Lore
Level 3	Dwarven Lore	Meditation	Axe Lore	Meditation	Magic Lore	Trap Lore	Fire Magic	Constitution
	Weapon Technology	Dual Wielding	Dual Wielding	Concentration	Meditation	Ballistics	Earth Magic	Magic Lore
	Axe Lore	Axe Lore	Unarmed Combat	Heavenly Magic	Moon Magic	Blade Combat	Water Magic	Concentration
	Trading	Hell Power	Ranged Combat	Long-handled Weapons	Ranged Combat	Dual Wielding	Air Magic	Sword Lore
	Armor	Sword Lore	Sword Lore	Sword Lore	Concentration	Constitution	Weapon Lore	Axe Lore
	Ranged Combat	Constitution	Constitution	Constitution	Constitution	Agility	Sword Lore	Armor
	Concentration	Concentration	Armor	Parrying	Riding	Disarming	Long-handled Weapons	Parrying
	Parrying	Long-handled Weapons	Agility	Riding	Long-handled Weapons	Riding	Riding	Disarming
Level 6	Unarmed Combat	Agility	Riding	Dual Wielding	Trading	Unarmed Combat	Agility	Riding
Level 12	Sword Lore	Riding	Disarming	Armor	Sword Lore	Armor	Trading	Agility
Level 20	Forge Lore	Armor	Long-handled Weapons	Ranged Combat	Armor	Sword Lore	Constitution	Long-handled Weapons
Level 30	Disarming	Parrying	Parrying	Agility	Disarming	Parrying	Disarming	Trading
Level 50	Agility	Disarming	Trading	Trading	Parrying	Trading	Parrying	Ranged Combat

Agility	Increases the defensive and offensive values during combat.
Air Magic	Reduces casting and regeneration times for Air Magic.
Armor	Increases protection and decreases encumbrance caused by wearing armor.
Axe Lore	Stronger and faster attacks with axes.
Ballistics	Increases damage and attack speed of traps.
Blade Combat	Stronger and faster attacks with Dark Elf bladed weapons.
Concentration	Increases the regeneration rate of Combat Arts.
Constitution	Increases health and improves the healing rate.
Disarming	Increases the probability of disarming opponents that have been hit.
Dual Wielding	Enables combat with two weapons, increases offensive value and attack speed.
Dwarven Lore	Reduces the regeneration times of the Dwarf technical combat arts (including Cannon Blast, Flame Thrower, Mortar Grenade, etc)
Earth Magic	Reduces casting and regeneration times for Earth Magic.
Fire Magic	Reduces casting and regeneration times for Fire Magic.
Forge Lore	Endows the Dwarf with blacksmith skills. A higher level skill allows for higher quality forge crafts, and the working of higher level items. The cost of forging items is also reduced.
Heavenly Magic	Reduces casting and regeneration times for Seraphim Magic.
Hell Power	Reduces casting and regeneration times of Daemon spells (not including the Daemon's elemental form changes)
Long-handed Weapons	Stronger and faster attacks with pole weapons.
Magic Lore	Increases the damage caused by all magic.
Meditation	Increases the regeneration rate for spells.
Moon Magic	Reduces casting and regeneration times for Wood Elf Magic.
Parrying	Attacks can be parried (deflected) with weapons and shields.
Riding	Allows the riding of better horses.
Sword Lore	Stronger and faster attacks with swords.
Trading	Reduces the traders' prices and increases the probability that traders will make special offers.
Trap Lore	Reduces the regeneration time for trap setting skills.
Unarmed Combat	Stronger and faster attacks in melee combat (without weapons or while using battle gauntlets).
Vampirism	Increases the regeneration rate for Vampire abilities. The Vampire suffers less damage during daytime.
Water Magic	Reduces casting and regeneration times for Water Magic.
Weapon Lore	Opponents suffer more damage from melee and ranged combat attacks.
Weapon Technology	Increases the attack speed and regeneration of all Dwarf combat arts.

CHARACTERS

Sacred Gold offers eight character classes with varying skills, powers and abilities. In the Ancaria Campaign each character has a different starting location.

DWARF

Despite his small size, the Dwarf is sturdy and has several unique properties that distinguish him from other character classes. For one thing, he is able to use firearms and muskets as ranged weapons, rather than the bow and arrow.

In addition to several classic skills such as Assault, the Dwarf has numerous special abilities unique to his character class. For instance, he lays mines to make short work of his opponents, fires his shoulder cannon directly at enemies or launches mortar grenades at distant enemies.

COMBAT ARTS

	Assault A combination attack consisting of blows, kicks and head butts. Musket: Several shots fired in succession. The target is automatically switched if the opponent dies.
	Wrath The Dwarf spins in a circle, attacking every enemy in range. Musket: The Dwarf spins in a circle, firing a shot at every enemy in range.
	Heavy Blow A strong blow inflicted on an opponent while the Dwarf jumps in the air. Musket: Increased damage, blast passes through the opponent.
	Battle Rage A state of frenzy in which the speed of fighting increases up to a maximum with every hit. The rage state decreases in intensity when the Dwarf does not fight. Injuries sustained by the Dwarf increase damage. Musket: The higher the charge, the more rapidly shots are fired.
	Recoil Only works with two-handed weapons. The opponent is pushed back by a mighty blow and takes damage. Every enemy hit by the affected opponent also takes damage. Large opponents are not thrown very far.
	Vehemence Only works with two-handed weapons. The target takes severe damage. Surrounding opponents may also be partially wounded.
	War Cry A piercing scream increases one's own attack and defense values as well as those of all allies (party members or hirelings) for a certain amount of time.



DWARVEN TECHNOLOGY

	Flame Thrower Shoots a stream of liquid fire from his backpack. The fire sets any enemy on fire, but also dies down very quickly.
	Mortar Grenade Fires mortar grenades in a ballistic trajectory. These cause tremendous large-scale damage. Due to the minimum range of grenades, these cannot be used for short distances.
	Cannon Blast Fires a projectile from his back in a straight trajectory that explodes into many small splinters, damaging the target and confusing all opponents within range.
	Greed The Dwarf's attention strays from the fight and thus, from his defense. Chances finding valuable objects the opponent is carrying are increased.
	Landmine The Dwarf drops several Landmines that explode as soon as an opponent steps on or comes close to one. If the mines are not set off by an enemy, they will detonate automatically after a certain time.
	Entrench The Dwarf digs in deep, thus increasing his defensive values such as resistances and defense. On the other hand, he cannot move - and will only remain entrenched for a short while.
	Dwarven Armor Increases the Dwarf's fire and poison resistances. This is displayed by a glowing red and green circle on the ground surrounding the Dwarf. The aura gradually weakens over time.
	Dwarven Steel The weapon glows for a period of time. During this time, the opponent's physical resistance is greatly reduced. With every hit, the weapon lights up. Over time, the glow decreases until it completely dies down.

DAEMON

Driven from hell and temporarily deprived of her daemonic powers, the Daemon finds herself in Ancaria near Bellevue. Her equipment is typically traditional, including swords, shields and plate armor - though there are specific items only the Daemon can handle.

Although her appearance causes fear and panic in towns and villages, and residents flee from this hellish warrior, the Daemon is working for the forces of good. One unique feature is her adaptability. Some of her skills allow her to incorporate different elements into her body, thus she can shift into an Elemental Daemon in order to eliminate her opponents or can cause a bloodbath with her tentacles and many other abilities.

TRANSFORMATIONS

	Battle Daemon The Daemon changes into a Battle Daemon. In this form, she has white particle hair and a shimmering white aura. Physical damage and resistance are greatly increased.
	Assail In the form of a Battle Daemon the Daemon carries out a quick series of attacks on an opponent.
	Soaring Daemon In this form, the Daemon can fly for a short period of time and her speed is increased. Her defense also increases, however, she will be more susceptible to ranged weapons and to special effects against soaring opponents.
	Descent In the form of a Soaring Daemon, the Daemon swoops and dive-bombs an opponent, inflicting severe damage. Nearby opponents may also sustain slight damage as a bonus.
	Fire Daemon This form is indicated by a red aura with red particle hair. Whenever the Daemon takes this form, she has increased resistance to fire and some of the physical damage is converted into fire damage.
	Wall of Flames As a Fire Daemon, this Combat Art transforms into a ball of fire that bursts open upon impact and covers an area with blazing fire.
	Poison Daemon The Daemon changes into a Poison Daemon, as indicated by green particle hair and aura. While the Daemon is in this form, she has increased poison resistance and some of the physical damage is converted into poison damage.
	Poison Ring A poisonous cloud spreads in a circle from the Poison Daemon. All nearby opponents that are hit by it are poisoned. Although the cloud dissolves quickly, the poison effect lingers on.

TRANSFORMATIONS

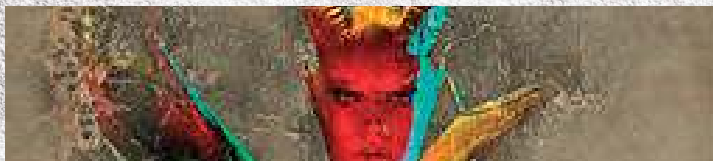


Energy Daemon

Blue particle hair and a blue aura surrounding the equipment indicate the form of an Energy Daemon. In this form, resistance to magic is greatly increased and some of the physical damage is converted to magical damage.

Charged Bolts

The Energy Daemon hurls several Charged Bolts forward in a spreading pattern. The higher the Combat Art level, the greater the number of bolts.



BELL MAGIC



Blazing Disc

The Daemon hurls a flaming disc that circles opponents, hindering and damaging them. If no living enemies are in range, the disc returns to the Daemon and attacks again when an enemy approaches.



Call of Death

This magic spell draws the souls of the dead into the Daemon's weapon. The current weapon becomes more charged with every soul and thus inflicts additional damage. This effect will decrease if the weapon is not fed fresh souls.



Infernal Power

For a short time, the Daemon's weapon and shield are on fire. This greatly increases the attack value with opponents suffering additional fire damage.



Hell Sphere

The Daemon conjures up a ball of flames that fires a long-range stream of fire against all enemies surrounding her. To do so, the Hell Sphere must avail itself of the Daemon's senses.



Tentacles

Tentacles grow from the corpses of opponents killed while this aura was active. These attack any enemy approaching, sucking the life out of them.



Abysmal Choir

The Abysmal Choir of hell serves to confuse the Daemon's enemies. All opponents within range are slightly injured and slowed down.



Dread

A terror-inducing scream greatly reduces the attack and defense values of all opponents. The radius of the effect is marked by "sound waves" on the ground.

GLADIATOR

The Gladiator was abducted by slavecatchers in his early childhood and trained as a profitable killing machine. As a show fighter, he is the master of spectacular and highly effective fighting techniques.

GLADIATOR COMBAT ARTS



Hard Hit

Extremely strong attack on an opponent.



Attack

Quick succession of different attacks.



Multi-Hit

An attack on all opponents within range.



Stomping Jump

A powerful jump. The ground shakes upon impact, nearby opponents take damage and are briefly stunned.

GLADIATOR COMBAT ARTS



Fist of the Gods

A powerful punch that inflicts severe damage on the target and nearby opponents.



Combat Kick

This powerful kick causes additional damage, throwing the opponent back.



Back-breaker

The opponent takes damage and loses consciousness for a short time.



Throwing Blades

The Gladiator hurls his bladed weapon(s) against the opponent. The weapon then falls to the ground.



Awe

An awe-inspiring effect that pushes back all nearby opponents within a short radius.



Heroic Courage

A shimmering aura of battle lust which increases the Gladiator's attack and defense values.



Dagger Stare

Looks can indeed kill. This skill gives the Gladiator an aura of spikes. Nearby opponents suffer damage.



SERAPHIM

The Seraphim are considered descendants of a mystical army of angels who fought alongside the Gods in the dark era of long ago during the Wars of the Gods. Over the millennia, these ancient entities have preserved their noble character just as strongly as their rigorous interpretation of the ancient laws.

SERAPHIM COMBAT ARTS

	Combat Jump The Seraphim jumps in the direction of the distant opponent and unleashes a fierce attack upon landing.
	BeeEffGee The Seraphim receives a mystical energy weapon which fires incandescent spheres of energy.
	Hunter-Seeker The Seraphim hurls her weapon along a circular flight path and then catches it again. Impacts cause severe damage.
	Whirling Hit The Seraphim rotates rapidly and with every turn, all nearby opponents suffer slight damage.
	Multi-Hit A circular attack that affects several nearby opponents.
	Hard Hit A particularly fierce attack that causes severe damage.
	Attack A rapid sequence of blows and lunges. Once the target has been overcome, the next opponent within reach is attacked.
	Combat Kick This powerful kick causes additional damage, throwing the opponent back.

SERAPHIM HEAVENLY MAGIC

	Irritation A whirl of light stuns the opponent for a short time.
	Conversion An opponent is turned into a companion for a short time and attacks the Seraphim's enemies.
	Rotating Blades of Light A protective wall of blades helps the Seraphim to defend herself against enemy attacks.
	Lightning Strike The opponent is hit by lightning and suffers damage.
	Light Shield Deflects simple arrows and bolts, as well as poisoned missiles. Not effective against magic projectiles.
	Light Brightens the surroundings and damages the Undead.
	Celestial Light The Seraphim conjures up a column of light and opponents within the light's radius are severely damaged.
	Strength of Faith Increases attack values of the Seraphim or of a companion.
	Energy Bolts The Seraphim fires glowing bolts of energy for a certain time.

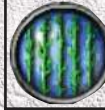
WOOD ELF

Elves are nature-bound forest creatures and particularly skilled with bow and arrow. With their Elven bows they launch a veritable hail of arrows against all attackers. Wood Elves usually try to avoid melee combat, but if opponents come too close, they defend themselves with their magic and summon forest creatures to their aid.

WOOD ELF COMBAT ARTS

	Knockback Arrow Pushes opponents back and stuns them for a short time.
	Spider Arrow On impact, this arrow produces spiders, which attack all nearby opponents with poison bites for a short time.
	Penetrating Arrow The target seeking penetrating arrow punches through all opponents in its path.
	Explosive Arrow Opponents suffer damage on impact and, on fatal impact, they explode.
	Multi-Hit Attacks all opponents in melee range. Shoots multiple projectiles with scatter effect in ranged combat.
	Hard Hit A particularly strong attack, usable both with melee and ranged weapons.
	Eye for an Eye A rapid sequence of attacks, usable both with melee and ranged weapons.
	Multiple Shot For a short time, additional arrows are fired (with scatter effect). Ideal in conjunction with other arrow types, e.g., explosive arrows.

WOOD ELF MOON MAGIC

	Quick as a Flash Movement and attack speed are greatly increased for a short time.
	Thorn Bush Any opponent hit by the thorn bush will suffer damage. If it comes into contact with an arrow, a fierce explosion takes place (causing damage in a large area).
	Companion of the Woods Conjures up a unicorn as a companion.
	Poisoned Tendrils Plant tendrils shoot up out of the ground. The poisonous thorns damage opponents.
	Plant Cage Plant tendrils shoot up out of the ground and immobilize the opponent.
	Transformation Transforms all nearby opponents into harmless animals. The length of the transformation depends on the opponent's level. Ideal for escaping from melee combat.
	Call of the Ancestors The souls of the tree ancestors are summoned as companions. These spirits attack nearby opponents.
	Recuperation The Wood Elf draws new energy from nature to heal her own and her companions' wounds. Poisoning is counteracted.

DARK ELF

The cruel Dark Elves are followers of a power-hungry death cult, no longer associated with the other Elves. Dark Elves love violence, the sound of breaking bones and the smell of fresh blood. Their society is organized as a strict matriarchy which strives to expand their dark empire.

DARK ELF COMBAT ARTS

	Cobra Hypnotizes all opponents within range for a short time.
	Mongoose Enables rapid flight from battle, past any opponents blocking the way.
	Soul Catcher The souls of conquered opponents are absorbed and converted to health. Warning: The Undead have no souls.
	Pak-Nakor This force field absorbs magic attacks and reflects the damage back onto nearby opponents.
	Pak-Dain This force field deflects enemy shots onto opponents within range.
	Sudden Fury A strong blow that hits all opponents in melee range.
	Revenge Very strong blow with a weapon or a severe combat kick.
	Rage Rapid sequence of attacks.
	Combat Kick The targeted opponent is hurled back and suffers slight poison damage.

DARK ELF TRAPS

	Poison Mist The trap creates a poisonous mist which causes poison damage to opponents.
	Confusion When the trap is sprung, the opponent is stunned for a short time.
	Battle Fog The thrown trap generates a dense cloud of fog at the site of impact, depriving the enemy of any view on their target.
	Explosive Charge Thrown trap which explodes on impact and damages all nearby opponents.
	Bottomless Pit When this trap is sprung, the victim is scorched by hellfire from the burning chasm of the Seventh Hell of Pharak-Gor.
	Testosterone Causes more powerful attacks for a short time.
	Adrenaline Improves defense for a short time.

BATTLE MAGE

All his life the Battle Mage has been trained to harness and shape the magic of the elements. No other character masters stronger magic than the Mage. Battle Mages also undergo a tough physical training and they use their swords and staves with great skill when engaged in melee combat.

BATTLE MAGE FIRE MAGIC

	Fireball A fireball consumes opponents with flames and causes fire damage.
	Flameskin The Mage is enveloped in flames. Opponents who come too close will suffer damage. Arrows burn up on impact.
	Purgatory The flames of the purgatory pursue opponents and damage all enemies they touch.
	Fire Spiral A pulsating circle of fire surrounds the Mage.

BATTLE MAGE AIR MAGIC

	Whirlwind The powerful air blasts can deflect arrows and inflict damage upon nearby opponents.
	Gust of Wind A strong gust of wind pushes opponents back and damages them. Projectiles are not deflected.
	Phase Shift Teleportation to a selected target location.
	Chain Lightning After it hits the first opponent, the lightning bolt jumps on to other opponents within range.

BATTLE MAGE EARTH MAGIC

	Stoneskin Physical resistance and armor resistance of the Mage or a companion are increased for a short time.
	Petrification Opponents turn to stone for a short time.
	Circle of Fear Enemies find it hard to cross this terror inducing barrier. Thus the spell can keep opponents distanced, pen in groups of enemies or protect the Mage against opposing melee fighters.
	Meteor Storm A hail of meteors rains down over the target site. Opponents that are hit will suffer damage.

BATTLE MAGE WATER MAGIC

	Cataract of Agility Increases agility, attack speed and movement rate of the mage or a companion.
	Ice Shards Fires many sharp ice shards towards the opponent. The scattering range depends upon the distance of the mouse cursor when cast.
	Ring of Ice A ring of sharp ice crystals slows down and damages opponents caught within it.
	Water Form Turns the Mage into water for a short time, thus facilitating an escape.

BATTLE MAGE LIFE MAGIC

	Spiritual Healing Regenerates the health points of the Mage or a chosen companion. Heals poisoning.
	Shield Wall Offers protection against magic attacks and ranged weapons, but no protection in melee combat.
	Ghost Meadow Increases the concentration power and accelerates regeneration time of spells.
	Reiki Accelerates the health regeneration of the Mage or a companion for a short time.



VAMPIRESS

Once a young female knight, this noble creature succumbed to the bite of a Vampire. For centuries to come, she followed only her blood craving instincts, murdering wherever she went and whomever she found, until she sank her teeth into the lily white flesh of a Seraphim. The blood of the angelic creature gave the soulless vampiress a soul once again. Thus, the Vampiress was once again able to assume her original knightly form. In this form she can even step out into the light of the sun without suffering harm like her soulless brethren.

VAMPIRESS COMBAT ARTS

	Vampirism Transformation into vampire form. Transformation into knightly form.
	Mind Control Opponents are stunned and remain rooted in place for a short time. Opponents are stunned and remain rooted in place for a short time.

VAMPIRIC POWERS

	Blood Bite (Vampire form only) Sucks life out of an opponent and transfers it to the Vampiress.
	Master Bite (Vampire form only) Changes the opponent temporarily into a groveling servant who supports the Vampiress in battle.
	Combat Jump (Vampire form only) Predator type jump. Opponents at target location suffer damage and are dazed for a short time.

VAMPIRESS COMBAT ARTS

	Wolf Call A vampire wolf appears as a companion. A vampire wolf appears as a companion.
	Time Control Extremely rapid movement in a straight line. Extremely rapid movement in a straight line.
	Whirling Claws Multi-hit with weapon against all opponents within range. Melee attack with whirling claws, causing damage to all opponents within range.
	Claws of Death Particularly heavy blow with a weapon. Precisely aimed blow with claws, causing severe damage.
	Ripping Claws Rapid sequence of attacks. Very rapid sequence of numerous claw attacks.
	Combat Kick A hard kick throws the opponent back and causes damage. Significantly increased melee damage, opponent is pushed back.

VAMPIRIC POWERS

	Blood Kiss (Vampire form only) Echo of the Blood God, whose kisses pursue all opponents within range, causing severe damage.
	Awaken Dead (Vampire form only) Transforms a body into an allied vampire.
	Bats: Blood Swarm (Vampire form only) Battle bats surround the Vampiress and powerfully attack all opponents in range.
	Bats: Confusion (Vampire form only) Robust bats circle the Vampiress, attacking opponents within range. They cause little damage, but effectively distract opponents.
	Bats: Guard (Vampire form only) These bats are trained to catch ranged projectiles and even absorb spells with their bodies to protect the Vampiress.



SUPPORT

Should you experience technical problems with the installation or operation of **Sacred Gold**, a variety of information sources are available.

The Readme file in the game's installation folder contains tips, additional and technical information which may not have been available at time of printing the manual.

(The default installation path is C:\Program Files\Ascaron Entertainment**Sacred**.)

FORUM

You can use the forum to discuss or exchange your ideas and experience with other **Sacred** fans. The developers of the game are also often available in the forums.

Visit www.sacred-game.com

PATCH / WEBSITE

A patch is a program that optimizes the performance of the already installed program. If you have an Internet connection, you can check whether new updates are available on the **Ascaron** and **Sacred** websites:

www.ascaron.com • www.sacred-game.com

Given the large number of hardware and software components as well as system configurations available on the market, it is not possible to entirely eliminate the possibility of program installation and operation problems. Although we try to prevent such problems through extensive testing and numerous beta tests, sometimes issues do occur, but these can usually be quickly corrected.

Should you encounter a technical problem with **Sacred Gold**, our Service Department will gladly assist you. Please call using the following telephone number:

+49 (0) 52 41 / 96 69 0
(Monday through Friday, 2 - 5 p.m. CET)

Note: The service number is hosted in Germany and will be charged at a rate according to the terms and conditions of your telephone provider.

Please be at the computer when you call and have your computer hardware information ready.

Alternatively, you can contact us by e-mail at:
Service_Sacred@ascaron.com

If you contact us by e-mail, please remember to provide your computer's basic hardware details. In addition please also attach the file "DxDiag.txt".

To create it, proceed as follows:

1. Click on the Windows "Start" button.
2. Open the command line by clicking on "Run."
3. Type "dxdiag" and click on "OK."
4. The DirectX diagnosis program should now start up. Please wait, it may take a little while.
5. Click on "Save all information." A file named "DxDiag.txt" will be created in your chosen location.

We are also available for contact via mail and fax:

Ascaron Entertainment (UK) Ltd
19-21 High Street
Coleshill B46 1AY
UK

Fax: +44 (0) 1675 465570

We will exchange defective or faulty CDs. Please send us the defective CD and we will return a new one immediately. This warranty does not extend to damage caused by improper handling. However, if your CD does suffer scratches or other damage from mishaps we do offer an exchange for a handling fee of 10 € (£7.00). Please, enclose 10 € (£7.00) in a cheque, made payable to "Ascaron Entertainment (UK) Limited", when you send your CD to us.

This warranty expires 1 year after your first purchase of the title. For older titles, we are unable to provide any warranties. The exchange service is a voluntary service of ASCARON ENTERTAINMENT and does not constitute a legal claim.

Whilst ASCARON ENTERTAINMENT (UK) LIMITED is happy to assist with English enquiries originating from within Europe, we regret that we are unable to offer assistance with non-English enquiries, or enquiries from outside of Europe - in such cases please contact your local distributor directly.

TECHNICAL FAQs

My computer doesn't recognize the CD!

Possible solutions: Deactivate the anti-virus software and other active or background programs before starting **Sacred**. Virtual CD-ROM drives should be deactivated, or preferably uninstalled.

After starting the game, my screen remains blank!

Your video or sound driver is probably not up to date. You can download the latest drivers from the websites of the respective equipment manufacturers.

Online Registration or Multiplayer: No connection

Check the network for possible error sources. Routers and firewalls in particular can prevent connection to the server for a variety of reasons, depending upon the installation. If problems persist, please contact your system administrator.

When trying to create a multiplayer account I receive the error message "BAD CDKEY" or "ACCOUNT BLOCKED". What should I do?

Sacred Gold accounts require 2 CD keys (1 for Sacred and 1 for Underworld). These CD keys must be entered correctly. For more information see the Multiplayer chapter within this manual.

I cannot use my old savegames. Why?

Sacred Gold contains all the latest updates at the time of publication. Original savegames (such as Sacred Original) may not be compatible with the new realms. However, you can use EXPORTED Sacred characters as normal.

I cannot find my exported characters. What should I do?

Check your "SACRED\SAVE" folder within the Sacred installation. In order to use your exported characters you should be able to see "heroxx.pax" files in the "SACRED\SAVE". If there are no files present, try exporting the characters again.

Further technical information that was not available at the time of this manual's printing may be provided in the Readme file in the **Sacred** installation folder. Alternatively, please visit the official Sacred website: www.sacred-game.com

DESIGN

Aarne Jungerberg
Peter Luber
Marc Oberhäuser
Hans Arno Wegner
Markus Häublein
Dr. Michael Bhatti
Mark Kieschke

PROGRAMMING

Roger Boerdijk, Dipl.-Ing.
Franz Stradal
Markus Mohr
Steve Manekeller, Dipl.-Phys.
Lars Hammer
Ingo Biermann
Andreas Müller

Additional Programming

Lutz Eisenmenger
Marco Laser

SCRIPTING**German**

Thomas Dähling
Janos Toth
Michel Dumont
Christian Altrogge
Raphael Dumont

English

Alan Wild
Helga Parmiter

GRAPHICS

Celal Kandemiroglu
Ralph Roder
Dirk Schumacher
Cosmin Bulau
Markus Boltersdorf
Frederike Stradal
Stefan Hoffman
Frank Lunnebach

Additional Graphics and Animations

Frank Lunnebach
Frederike Böckem-Stradal
Ogan Kandemiroglu
Stefan Hoffmann
Torsten Asshold
Anca Finta
Helmut Dunkel
Ogan Kandemiroglu

Cinematic Design

Norbert Beckers
Holger Breitbach
Mark Külker

Additional Level Design

Gabriel Hacker
Andreas Jurksch

MUSIC AND SOUND

Dag Winderlich
Henrik Hobein
Matthias Steinwachs
Babsi Carmincke

Voice Talent**German VOICE PRODUCTION**

Stefan Lupp (German)

Cast List:

Isabella Barfdorff
Achim Barrenstein
Steffen Börmel
Wolfgang Hess
Wolff von Lindenau
Liane Rudolph
Martin Schäfer
Aart Vedder
Gero Wachholz
Robby Wildgruber
Steffen Wilhelm
Helmut Winkelmann
Gisa Bergmann
Michael Deckner
Michael Betz
Martin Kessler
Renier Baaken
Franziska Pigulla
Susanne Grawe
Sabine Fischer
Rita Ringheanu
Helge Heynold
Dieter Gring
Martin Lehmann
Michael Lucke
Sonngard Dressler
Vincent Retke
Lukas Mertens
Tom Winderlich
Finn Winderlich

English**VOICE PRODUCTION**

AllintheGame Ltd

Cast List:

Kerry Shale
Dian Perry
Vince Pirillo
Stefan Ashton Frank
Marc Silk
Bill Roberts
Laurel Lefkow
John Guerassio
Patricia Rodriguez
Lynda Hayes
Noah Margetts
Randall Lee Rose
Corey Johnson
John Moraitis
Tom Clarke-Hill
Brad Lavelle
Dan Russell
Eric Meyers

Additional Voices

Roger Swindells
Mirko Worsley
Pete Worsley
Liane Worsley
Anca Finta
Alan Wild

QA

Bernhard Ewers
Torsten Allard
Peter Luber

Frank Rentmeister
Mario Endlich
Matthias Süß
Frank "Ching" Lültsdorf
Lars Berenbrinker
Christian "Mr. Burrito"
Altrogge
Dirk "Gehülms"t
Niestadtötter
Jens Blome
Ramses "Python-Man" Schiller
Stephan "Pacy" Drews
Sebastian "Flynn" Henke
Ronald Rehm
Mark Kieschke
Carsten Stolpmann
Christian Bohnbuck
Florian Bergmann

QA Support

Stefan Sewenig
Sebastian Walter
Felix Schuller
Christian Loch
Jan Langermann
Filip Jelev
Dennis Rehbock
Jan Walczak
Roman Grow
Jonas van Westen

Database Gameserver

Matthias Süß

EXTERNAL COMPANIES**Intulo**

Landscape Graphics
Rebecca Ludophy
Thomas Kronenberg

Lightstorm 3D

Interface Graphics
Marco Windrich
Kay Poprawe
Dirk Bialluch

Freelancer Games Design

Marc Oberhäuser

Lightworks

Landscape/Interface Graphics
Tobias Richter

Landscape Graphics

Tobias Franz

Modeling & Animation

Ralf Angerbauer

MBA Studios

GmbH & Co KG
Markus Baader
Andras Kavalecz

Spellcraft Studio e.K.

- InGame - Character Design & Modeling
Vadim Pietrzynski
Animation

Matthias Knappe
Vadim Pietrzynski

Sound Effects

Matthias Steinwachs

metricminds GmbH & Co KG

Philip Weiss
Christian Dreher
Jörg Beigang
Vera Vogel

MoCap Actors

Patricia Weil
Marc Jourdan

- Intro -**Character Design, Modeling & Animation:**

Vadim Pietrzynski

Background Modeling:

Markus Baader
Christian Loch
Markus Baader

MS Music Offenbach/Main

Stefan Lupp
Corinna Viel
Benjamin Hessler

TinCAT

Bernhard Ewers (Project Lead)
Jörg Ruppel
Michel Stoyke

Armor Design

Stahlvision
www.battleheat.com

Additional Levels and Content by Kritzelkratz 3000

Alexander Straub

Additional Level Design

Melanie Thiemann

Virgin Lands - Animated Pictures**Ingame Modeling & Animation****Monsters of Underworld**

Vito Lamanna
Volker Jacklein
Björn Harhausen
Frank Hessefort
Ralf Hüttinger
Alexey Danilkin
Holger Hemberger

Virgin Lands - Animated Pictures**Cutscenes - Intro & Outro**

Vito Lamanna
Stefan Spatz
Tobias Weingärtner
Ralf Hüttinger
Volker Jacklein
Lars Wagner

Character**Artist/Character Modeling and Animation**

Special Effects Design
Cosmin Bulau

Packaging Design

German
Animagic - Dirk Schulz

English

Alan Wild

Author/Editor

German
Falko Löffler

English

Alan Wild
Helga Parmiter

Tiger Team Productions

Producer - Ralf Adam

Story and Dialog Elaboration

Andreas Kasprzak
Medien- und Redaktionsbüro
Kasprzak

MANUAL

Text, Concept, Design, Layout, Digital Image Editing
Proof-reading

German

Oliver Haidutschek
Sascha Selke
Guido Jellensen
Michael Hengst
Uta Hengst
Torsten Allard

Text

David Skreiner
Michael Hengst

English

Alan Wild

English translation by
Simultrans

Proof-Reading

Uta Hengst
Torsten Allard
Alan Wild

Illustration

Robert Andreas Drude

COMPANY STRUCTURE**Senior Managing Director**

Holger Flöttmann

Managing Director,

ASCARON
Entertainment (UK) Ltd.
Roger Swindells

New Business Manager

Ingo Mohr

Senior Product Manager

Alan Wild

Managing Director, Studio II

Franz Stradal

Creative Director

Hans-Arno Wegner

Technical Director

Kay Struve

Marketing Manager

Christian Franke

QA Manager

Torsten Allard
Bernhard Ewers
Mario Endlich

Administration

Brigitte Retke
Christel Pankoke

National Marketing

Christian Franke
Jürgen Venjakob

International Marketing and Distribution

Roger Swindells
Alan Wild

Localization Manager

Tim Plöger

Localization

Helga Parmiter
Alan Wild
Mirko Worsley
Ingo Bertram

Optimizing & Compatibility

Hendrik Grüne

Workflow Build

Daniel Balster

Tool Programming

Ulf Winkelmann
Andreas Müller

Services

Jan Grocholl
Benjamin Vogt
Mirko Worsley
Mark Kieschke
Christiane Clarenbach
Jan Walczak

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SACRED

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ASCARON Entertainment Ltd., UK

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Internet Lobby by TriNode Systems, Bochum, Germany



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